

SDAŃSK UNIVERSITY 的 OF TECHNOLOGY

Subject card

Subject name and code	Ship Designing 3, PG_00046550								
Field of study	Ocean Engineering, Ocean Engineering								
Date of commencement of studies			Academic year of realisation of subject			2023/2024			
Education level	first-cycle studies		Subject group						
Mode of study	Part-time studies		Mode of delivery			at the university			
Year of study	4		Language of instruction			Polish			
Semester of study	8		ECTS credits			2.0			
Learning profile	general academic profile		Assessment form			assessment			
Conducting unit	Department of Theory and Ship Design -> Faculty of Mechanical Engineering and Ship Technology						ology		
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Tomasz Hinz						
	Teachers	dr inż. Tomasz Hinz							
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	t	Seminar	SUM	
	Number of study hours	0.0	0.0	0.0	20.0		0.0	20	
	E-learning hours included: 0.0								
Learning activity and number of study hours	Learning activity	Participation in classes includ plan		Participation in consultation hours		Self-study		SUM	
	Number of study hours	20		4.0		26.0		50	
Subject objectives	The aim of subject is a deepening the knowledge of design methods used in the initial design of merchant vessel, in the field of hull modeling, making proof calculations and estimating performance.								
Learning outcomes	Course outcome Subject outcome Method of verification					rification			
	[K6_W06] has an organized knowledge on engineering methods and design tools allowing the conducting of projects within the construction and operation of ocean technology objects and systems		The student has an organized knowledge of engineering methods and design tools enabling the implementation of projects in the field of construction and operation of facilities and ocean engineering systems			[SW3] Assessment of knowledge contained in written work and projects			
	[K6_K03] understands non- technical aspects and effects of operation as an engineer, its influence on the environment and is aware of the responsibilities for the decisions taken		The student is able to analyze the non-technical aspects and effects of activity in the profession of an engineer, its impact on the environment and is aware of the responsibility for decisions making			[SK5] Assessment of ability to solve problems that arise in practice [SK4] Assessment of communication skills, including language correctness [SK3] Assessment of ability to organize work			
	[K6_W05] has an organized knowledge on design, construction and operation of ocean technology objects and systems		The student has structured knowledge in the design, construction and operation of ocean engineering facilities and systems			[SW3] Assessment of knowledge contained in written work and projects			
Subject contents	Design task carried o Project scope:- hull m technical documentat	odeling- interic							
Prerequisites and co-requisites	The Course: Projektowanie okrętów I								
Assessment methods and criteria	Subject passing criteria		Passing threshold			Percentage of the final grade			
	Test		-		75.0%				
	Report		100.0%		25.0%				

Recommended reading	Basic literature	Michalski J.P.: Podstawy teorii projektowania okrętów			
		Buczkowski L.: Podstawy budownictwa okrętowego.Tom 1, 2 i 3.			
		Pacześniak J., Staszewski J.: Projektowanie morskich statków chandlowych. Tom 1, 2 i3			
		Watson D.G.M.: Practical ship design			
		Papanikolaou A.: Methodologies of Preliminary Design			
	Supplementary literature	Schneekluth H.: Ship design for efficiency and economy			
		Michalski J.P.: Metody przydatne do wspomaganego komputerem projektowania wstępnego statków śródlądowych.			
		Volker B.: Practical Ship Hydrodynamics			
	eResources addresses	Adresy na platformie eNauczanie:			
		Projektowanie okrętów III, PG_00046550, 2023/24 niestacjonarne - Moodle ID: 37693 https://enauczanie.pg.edu.pl/moodle/course/view.php?id=37693			
Example issues/ example questions/ tasks being completed					
Work placement	Not applicable				